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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	30	(web near3 (browser or navigat\$4)) and (occurrence same defin\$5 with type with event)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:21
L2	2223	(web with (browser or navigat\$4)) and ((navigat\$4 adj file) or (log adj file) or (click adj stream adj file))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:22
L3	627	L2 and (defin\$5 same ((IP adj address) or URL or URI or URN))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:22
L4	93	L3 and (occurrence with (event or category or type))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:23
L5	8	L4 and (analyz\$3 with web with interact\$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:25
L6	15	L4 and (analyz\$3 same web same interact\$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:25
L8	105	(event with log\$3 with (web adj server))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:28
L9	40	L8 and (event with type)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:29
L10	34	(event adj type\$1) with interaction	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:30

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L11	189	(event adj type\$1) with access\$3	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:29
L12	6	10 and 11	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/06 12:29

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Volume 3, 29 Oct.-3 Nov. 2001 Page(s):1638 - 1643 vol.3 Digital Object Identifier 10.1109/IROS.2001.977213 AbstractPlus | Full Text: PDF(740 KB) | IEEE CNF Rights and Permissions 20. Information navigation profiles for mediation and adaptation Gargi, U.; Information Technology: Coding and Computing, 2005. ITCC 2005. Internation Volume 2, 4-6 April 2005 Page(s):515 - 520 Vol. 2 Digital Object Identifier 10.1109/ITCC.2005.175 AbstractPlus | Full Text: PDF(160 KB) | IEEE CNF Rights and Permissions 21. The autonomous tour-guide robot Jinny Gunhee Kim; Woojin Chung; Kyung-Rock Kim; Munsang Kim; Sangmok Han; Intelligent Robots and Systems, 2004. (IROS 2004). Proceedings. 2004 IEEE/ Conference on Volume 4, 28 Sept.-2 Oct. 2004 Page(s):3450 - 3455 vol.4 Digital Object Identifier 10.1109/IROS.2004.1389950 AbstractPlus | Full Text: PDF(807 KB) IEEE CNF Rights and Permissions 22. Tracking User Interactions Within Visualizations Groth, D.P.; Murphy, B.W.; Information Visualization, 2004, INFOVIS 2004, IEEE Symposium on 10-12 Oct. 2004 Page(s):p9 - p9 Digital Object Identifier 10.1109/INFVIS.2004.67 AbstractPlus | Full Text: PDF(144 KB) IEEE CNF Rights and Permissions 23. Principles and practice of real-time visual tracking for navigation and ma Burschka, D.; Hager, G.D.; Robot Sensing, 2004. ROSE 2004. International Workshop on 2004 Page(s):1 - 8 Digital Object Identifier 10.1109/ROSE.2004.1317605 AbstractPlus | Full Text: PDF(567 KB) IEEE CNF Rights and Permissions 24. Unified gesture-based interaction techniques for object manipulation and П large-scale virtual environment Tomozoe, Y.; Machida, T.; Kiyokawa, K.; Takemura, H.; Virtual Reality, 2004. Proceedings. IEEE 27-31 March 2004 Page(s):259 - 260 Digital Object Identifier 10.1109/VR.2004.1310098 AbstractPlus | Full Text: PDF(287 KB) IEEE CNF Rights and Permissions 25. The design and realization of fuzzy velocity controller for navigation and virtual environment Wang Tao; Fei Min-rui; Intelligent Control and Automation, 2002. Proceedings of the 4th World Congre Volume 4, 10-14 June 2002 Page(s):2865 - 2868 vol.4 Digital Object Identifier 10.1109/WCICA.2002.1020047 AbstractPlus | Full Text: PDF(515 KB) IEEE CNF Rights and Permissions

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The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04

Publisher: ACM Press

Additional Information: full citation, abstract Full text available: pdf(17.65 MB)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

Child's play: a comparison of desktop and physical interactive environments

Jerry Alan Fails, Allison Druin, Mona Leigh Guha, Gene Chipman, Sante Simms, Wayne Churaman

June 2005 Proceeding of the 2005 conference on Interaction design and children IDC '05

Publisher: ACM Press

Full text available: pdf(591.25 KB) Additional Information: full citation, abstract, references, index terms

The importance of play in young children's lives cannot be minimized. From teddy bears to blocks, children's experiences with the tools of play can impact their social, emotional, physical, and cognitive development. Today, the tools of play include desktop computers and computer-enhanced physical environments. In this paper, we consider the merits of desktop and physical environments for young children (4-6 years old), by comparing the same content-infused game in both contexts. Both quantitati ...

Keywords: children, desktop, educational applications, games, physical interactive environments, stories

3 Model-driven design and deployment of service-enabled web applications

Ioana Manolescu, Marco Brambilla, Stefano Ceri, Sara Comai, Piero Fraternali August 2005 ACM Transactions on Internet Technology (TOIT), Volume 5 Issue 3

Publisher: ACM Press



Full text available: pdf(3.07 MB) Additional Information: full citation, abstract, references, index terms

Significant effort is currently invested in application integration, enabling business processes of different companies to interact and form complex multiparty processes. Web service standards, based on WSDL (Web Service Definition Language), have been adopted as process-to-process communication paradigms. However, the conceptual modeling of applications using Web services has not yet been addressed. Interaction with Web services is often specified at the level of the source code; thus, Web serv ...

Keywords: UML, Web application, Web services, WebML, modeling

Applications 1: media fusion for communication and presentation: Exploring media
 correlation and synchronization for navigated hypermedia documents



Kuo-Yu Liu, Herng-Yow Chen

November 2005 Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05

Publisher: ACM Press

Full text available: pdf(691.96 KB) Additional Information: full citation, abstract, references, index terms

This paper is devoted to explore media correlation and media synchronization in a composite multimedia document, the so-called navigated hypermedia document in our language learning system, to facilitate the multimedia authoring, presentation, and access. Two levels of media correlation in temporal, spatial, and content domains are investigated: syntactic level correlation and semantic level correlation. We devise a capturing mechanism to record all the media streams and relations ...

Keywords: computed synchronization process, media correlation, media synchronization, semantic level correlation, syntactic level correlation

5 Interaction and design -- I: A layout framework for 3D user interfaces



Wai Leng Lee, Mark Green

November 2005 Proceedings of the ACM symposium on Virtual reality software and technology VRST '05

Publisher: ACM Press

Full text available: pdf(279.32 KB) Additional Information: full citation, abstract, references, index terms

Two of the main problems facing the developers of 3D user interface are the wide range of device configurations that must be supported and the lack of software tools for constructing 3D user interfaces. The Grappl project aims to solve these problems by producing user interfaces that adapt to the device configurations that they encounter at runtime. Since the user interface is constructed at runtime one of the problems confronted by Grappl is laying out the different user interface components an ...

Keywords: 3D user interface, layout techniques

6 UPi: a software development process aiming at usability, productivity and integration



Kenia Sousa, Elizabeth Furtado, Hildeberto Mendonça

October 2005 Proceedings of the 2005 Latin American conference on Humancomputer interaction CLIHC '05

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references

This paper presents the definition of a software development process (SDP) that integrates practices from Software Engineering (SE) and Human-Computer Interaction (HCI) with three main goals. First, we intend to help professionals from both areas in

developing interactive systems with usability. Second, we want to make HCI an essential part of SE processes by facilitating the communication between professionals from these two areas, thus, bringing productivity to a new working environment. Third ...

Keywords: integration, productivity, return on investment, software development process, usability

7 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH

Publisher: ACM Press

Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

The interactive game: origins and effects

Roman Danylak, Ernest Edmonds

November 2005 Proceedings of the second Australasian conference on Interactive entertainment IE2005

Publisher: Creativity & Cognition Studios Press

Full text available: pdf(80.11 KB) Additional Information: full citation, abstract, references

The virtual world that computation now presents to us and involves us in, otherwise known as digitisation - collapses the 'self; personal identity to which we have become accustomed to in the last four hundred years, is challenged by the illusion of many selves, transforming our experience of the usual. Multimedia presents us with dimensional multiplicity meaning that we are no longer forced to be just John Smith, our namesake. We have a possibility of playing in an infinite game where we can be ...

Keywords: action, counterfeit, game, interaction, metaphor, metonymy, multimodal, production, self, semiotic, simulation, utterance

9 Promoting a separation of concerns via closely-related interaction and presentation



Bruno Santana da Silva, Otávio A Martins Netto, Simone Diniz Junqueira Barbosa October 2005 Proceedings of the 2005 Latin American conference on Humancomputer interaction CLIHC '05

Publisher: ACM Press

Full text available: pdf(424.97 KB) Additional Information: full citation, abstract, references

A common goal of HCI design processes is to provide an organized set of procedures and representations to develop high-quality interactive systems. However, we find large gaps between representations in existing approaches, and some representations do not have a clear scope or focus. This paper proposes to use a set of closely-related notations to address different sets of design issues in successive stages of design, aiming to achieve a clear separation of concerns. In particular, it focuses on ...

Keywords: abstract presentation model, interaction design, interaction model, separation

of concerns

10 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH

Publisher: ACM Press

Full text available: pdf(20.64 MB) Additional Information: full citation

11 Collaboration and cooperation -- I: AMMP-Vis: a collaborative virtual environment for



molecular modeling

Jeffrey W. Chastine, Jeremy C. Brooks, Ying Zhu, G. Scott Owen, Robert W. Harrison, Irene

November 2005 Proceedings of the ACM symposium on Virtual reality software and technology VRST '05

Publisher: ACM Press

Full text available: Topdf(368.33 KB) Additional Information: full citation, abstract, references, index terms

Molecular modeling is an important research area, helping scientists develop new drugs against diseases such as AIDS and cancer. Prior studies have demonstrated that immersive virtual environments have unique advantages over desktop systems in visualizing molecular models. However, exploration and interaction in existing molecular modeling virtual environments is often limited to a single user, lacking strong support for collaboration. In addition, scientists are often reluctant to adopt these s ...

Keywords: augmented reality, collaboration, interaction techniques, molecular modeling, shaders, virtual environments

12 Level set and PDE methods for computer graphics



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

13 Extending a relational database with deferred referential integrity checking and



intelligent joins

Stephanie Cammarata, Prasadram Ramachandra, Darrell Shane

June 1989 ACM SIGMOD Record, Proceedings of the 1989 ACM SIGMOD international conference on Management of data SIGMOD '89, Volume 18 Issue 2

Publisher: ACM Press

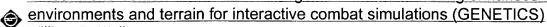
Full text available: pdf(1.18 MB)

Additional Information: full citation, abstract, references, citings, index

Interactive use of relational database management systems (DBMS) requires a user to be knowledgeable about the semantics of the application represented in the database. In

many cases, however, users are not trained in the application field and are not DBMS experts. Two categories of functionality are problematic for such users: (1) updating a database without violating integrity constraints imposed by the domain and (2) using join operations to retrieve data from more than one relation. We ...

14 Virtual world content creation & management -- II: Generating enhanced natural



William D. Wells

November 2005 Proceedings of the ACM symposium on Virtual reality software and technology VRST '05

Publisher: ACM Press

Full text available: pdf(686.50 KB) Additional Information: full citation, abstract, references, index terms

Virtual battlefields devoid of vegetation deprive soldiers of valuable training in the critical aspects of terrain tactics and terrain-based situational awareness. Creating believable landscapes by hand is notoriously expensive, requiring both proprietary tools and trained artists, which hampers rapid scenario generation and limits reuse. Our approach constructs large-scale natural environments at run-time using a procedural image-based algorithm without the need for artists or proprietary tools ...

Keywords: automated vegetation placement, landscape visualization, run-time terrain database generation

15 Student papers: Authentication interface evaluation and design for mobile devices

Benjamin J. Halpert

September 2005 Proceedings of the 2nd annual conference on Information security curriculum development InfoSecCD '05

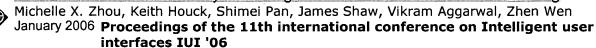
Publisher: ACM Press

Full text available: pdf(182.38 KB) Additional Information: full citation, abstract, references, index terms

The design of mobile device interfaces is an area that has started to be addressed in the human computer interaction (HCI) community during the past few years. While previous work on handheld interface design has focused on overall usability aspects, security related design issues have only been minimally addressed. An example of a security interface is an authentication interface as used by electronic commerce (e-commerce) web sites. The paper opens with a review of prior research on secure int ...

Keywords: authentication interface design, handheld devices and mobile computing, security interface design, ubiquitous computing, user interface design

¹⁶ Multimedia and multimodality: Enabling context-sensitive information seeking



Publisher: ACM Press

Full text available: pdf(9.92 MB) Additional Information: full citation, abstract, references, index terms

Information seeking is an important but often difficult task, especially when it involves large and complex data sets. We hypothesize that a context-sensitive interaction paradigm would greatly assist users in their information seeking. Such a paradigm would allow users to both express their requests and receive requested information in context. Driven by this hypothesis, we have taken rigorous steps to design, develop, and evaluate a full-fledged, context-sensitive information system. We starte ...

Web technologies and applications (WTA): TestUml: user-metrics driven web







applications testing

Carlo Bellettini, Alessandro Marchetto, Andrea Trentini

March 2005 Proceedings of the 2005 ACM symposium on Applied computing SAC '05

Publisher: ACM Press

Full text available: pdf(139.22 KB) Additional Information: full citation, abstract, references

Web applications have become very complex and crucial, especially when combined with areas such as CRM (Customer Relationship Management) and BPR (Business Process Reengineering), the scientific community has focused attention to Web application design, development, analysis, and testing, by studying and proposing methodologies and tools. This paper describes techniques for semi-automatic test case definition and for *user*¹-driven testing (based on statistical testing or coverag ...

Keywords: UML, application design model, metrics, reverse engineering, stop testing, testing, testing coverage, white-box testing

18 Research sessions: XML I: QURSED: querying and reporting semistructured data

Yannis Papakonstantinou, Michalis Petropoulos, Vasilis Vassalos

June 2002 Proceedings of the 2002 ACM SIGMOD international conference on Management of data SIGMOD '02

Publisher: ACM Press

Full text available: pdf(1.54 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

QURSED enables the development of web-based query forms and reports (QFRs) that query and report semistructured XML data, i.e., data that are characterized by nesting, irregularities and structural variance. The query aspects of a QFR are captured by its query set specification, which formally encodes multiple parameterized condition fragments and can describe large numbers of queries. The run-time component of QURSED produces XQuery-compliant queries by synthesizing fragments from the query set ...

19 Posters & demos: Using multimodal interaction to navigate in arbitrary virtual VRML



worlds

Frank Althoff, Gregor McGlaun, Björn Schuller, Peter Morguet, Manfred Lang
November 2001 Proceedings of the 2001 workshop on Perceptive user interfaces PUI
'01

Publisher: ACM Press

Full text available: pdf(1.82 MB) Additional Information: full citation, abstract, references

In this paper we present a multimodal interface for navigating in arbitrary virtual VRML worlds. Conventional haptic devices like keyboard, mouse, joystick and touchscreen can freely be combined with special Virtual-Reality hardware like spacemouse, data glove and position tracker. As a key feature, the system additionally provides intuitive input by command and natural speech utterances as well as dynamic head and hand gestures. The commulcation of the interface components is based on the abstr ...

Long papers: Designers' use of paper and the implications for informal tools
Damon J. Cook, Brian P. Bailey

November 2005 Proceedings of the 19th conference of the computer-human interaction special interest group (CHISIG) of Australia on Computer-human interaction: citizens online: considerations for today and the future OZCHI '05

Publisher: Computer-Human Interaction Special Interest Group (CHISIG) of Australia Full text available: pdf(336.87 KB) Additional Information: full citation, abstract, references

While informal tools can benefit early design, their use requires that a designer surrender the richer affordances of physical tools. To better understand the importance of physical tools for early design, we conducted contextual interviews with twelve designers. We found that paper is an integral part of the early design process and argue that informal tools will not realize their full potential unless they provide similar benefits. We recommend that informal tools provide a mechanism to connec ...

Keywords: digital ink, early design, informal tools, sketching

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1. Interaction with databases

Catard, T.

Computer Graphics and Applications, IEEE

Volume: 16 Issue: 2 Mar 1996

Page(s): 67-69

Digital Object Identifier 10.1109/38.486684

Summary: Dramatic changes prompted by the growing global Internet affect how user information. We are passing from a world in which a few devotees managed informatic environment in which many people consume widespread, diffuse information. A.....

AbstractPlus | References | Full Text: PDF | IEEE JNL

2. A generic system for Web-based group interaction

Schmidt, K.; Manhart, P.; Bumiller, J.

System Sciences, 1998., Proceedings of the Thirty-First Hawaii International Conferen

Volume: 1 6-9 Jan 1998 Page(s): 545-554 vol.1

Digital Object Identifier 10.1109/HICSS.1998.653140

Summary: The WWW has become the most important information system. But the de based human interaction in a lot of situations, scenarios and applications e.g. electroni tele-learning, is still unsupported. Founding on a scenario-based

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Modeling the system-user dialog using interaction traces

El-Ramly, M.; Iglinski, P.; Stroulia, E.; Sorenson, P.; Matichuk, B.

Reverse Engineering, 2001. Proceedings. Eighth Working Conference on

2001

Page(s): 208-217

Digital Object Identifier 10.1109/WCRE.2001.957825

Summary: It is generally the case that some user interface (UI) reverse engineering is non-trivial reengineering project. Typically, this is done through code analysis, which c

and/or expensive. When code analysis is not a.....

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